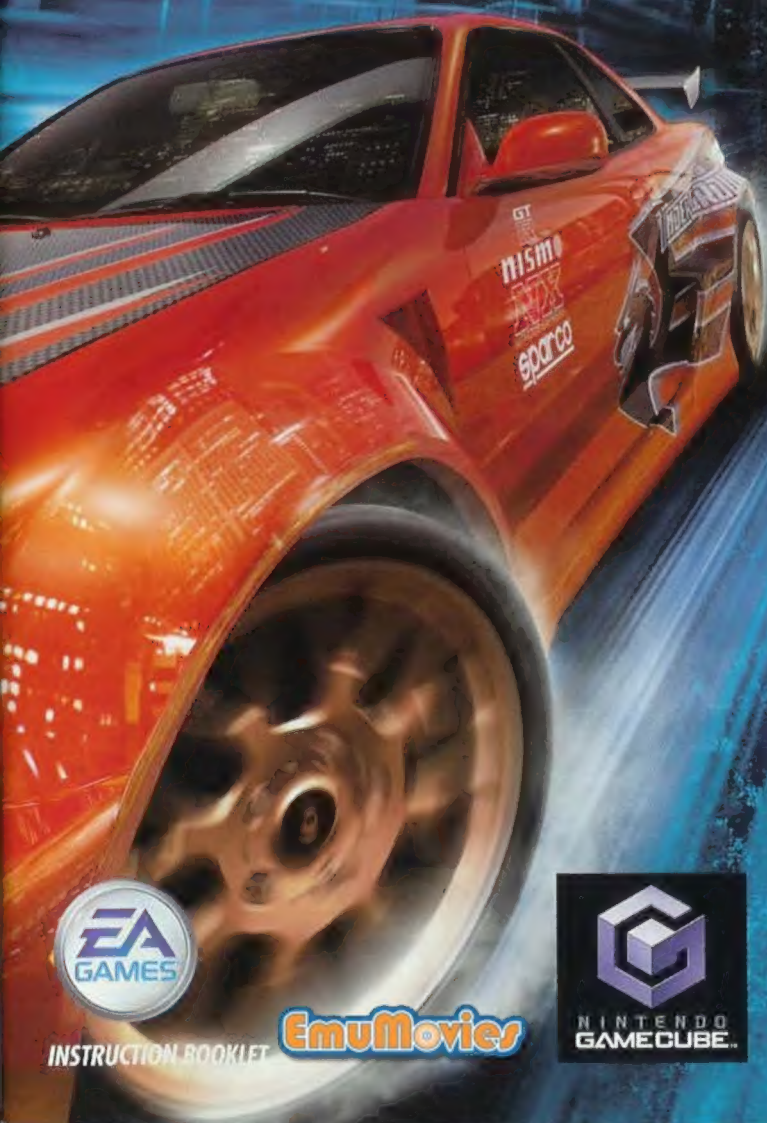


NEED FOR SPEED UNDERGROUND



INSTRUCTION BOOKLET

EmuMovies



NINTENDO
GAMECUBE™

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

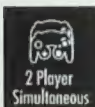
If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

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**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH TWO PLAYERS AND
CONTROLLERS.**



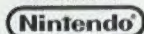
**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



**THIS GAME IS COMPATIBLE
WITH PROGRESSIVE SCAN
MODE TV's.**



LICENSED BY



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GETTING STARTED

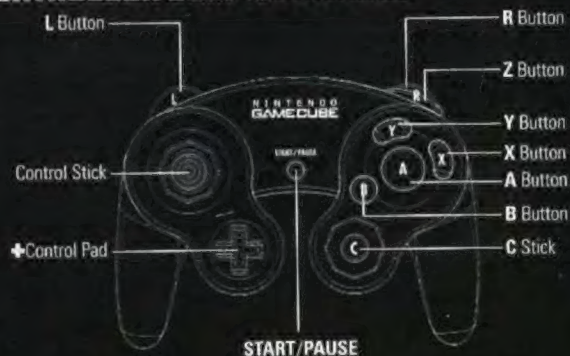
NINTENDO GAMECUBE™



1. Turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Make sure a Nintendo GameCube™ Controller is plugged into the Nintendo GameCube™ Controller Socket 1.
3. Press the OPEN Button to open the Disc Cover then insert the *Need for Speed™ Underground* Game Disc into the Optical Disc Drive. Close the Disc Cover.
4. Press the POWER Button to turn on the Nintendo GameCube™ and proceed to the *Need for Speed Underground* title screen. If you can't proceed to the title screen, begin again at step 1.
5. At the *Need for Speed Underground* title screen, press **START/PAUSE** to advance to the Main menu (> p. 8).

COMMAND REFERENCE

NINTENDO GAMECUBE™ CONTROLLER CONFIGURATIONS



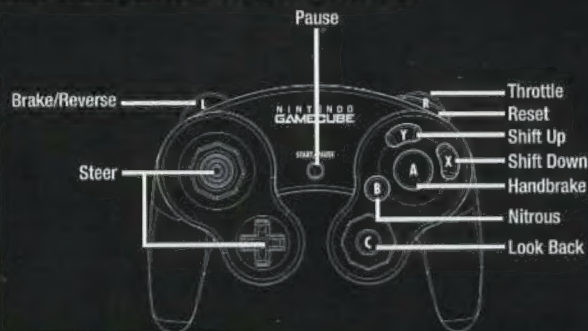
PROGRESSIVE SCAN MODE

This game can be set to display a higher resolution image on TVs that support progressive scan mode. In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube Component Video Cable (available only through Nintendo, visit www.nintendo.com or call 1-800-255-3700).

To activate the progressive scan mode, press and hold the **B** Button while the Nintendo GameCube logo is being displayed until the message "Do you want to display the game in progressive scan mode?" appears. Select **YES** to activate the mode. Please note that on some TVs, activating the progressive scan mode will set the format of the image to a wide (16:9) format.

COMPLETE CONTROLS

DEFAULT DRIVING CONTROLS



MENU CONTROLS

Highlight menu item	Control Pad or Control Stick \uparrow
Change highlighted item	Control Pad or Control Stick \leftarrow
Select/Go to next screen	A Button
Cancel/Return to previous screen	B Button
Help	Z Button

WELCOME TO THE UNDERGROUND

This racing scene is not advertised in the paper, it has no official sponsors and there are no grandstands at the finish line. Races happen late at night under the cover of darkness, on public streets but away from the public eye. In short, they happen underground.

Need for Speed Underground immerses you in the rolling party that is underground racing, a world where races come together quickly and quietly, and where reputation counts for more than any trophy. Make a reputation for yourself by matching cars and reflexes with the top urban drivers—AI and multiplayer—as you strive to gain respect in this dangerous world.

Drive highly tuned imports against the best drivers at their favorite hometown haunts. Win races and use your earnings to tweak every detail of your car; then see your machine rendered on-screen in lustrous detail. Take it back to the streets for an even bigger race.

The streets are made for cars, and these cars are made for racing, so get ready to run 'em in the ultimate vehicular rush: *Need for Speed Underground*.

For more info about this and other titles, visit EA GAMES™ on the web at www.eagames.com.

SETTING UP THE GAME

If you don't know which way is up, you're going down—so read on.

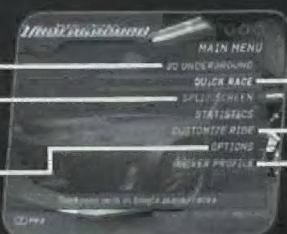
MAIN MENU

The Main menu is your access point for everything in the game.

Run a series of races against the best in the streets

Take on your friends in a multiplayer race

Adjust gameplay settings



Straight up single player challenges

Tweak your car from stock to freak

Create, save, load, and delete Profiles

DRIVER PROFILES

After you advance through the Title screen, the Main menu appears. Use this menu to load an existing Driver profile or to create a new one.

TO CREATE A NEW DRIVER PROFILE:

1. Select DRIVER PROFILE from the Main menu and press the **A** Button. The Driver Profile menu appears.
2. Select CREATE PROFILE in the Driver Profile menu. A virtual keyboard appears.
3. Enter a name for your new driver profile by pressing the **+**Control Pad to select a letter and pressing the **A** Button to confirm.
4. Select DONE and press the **A** Button when you are finished. The new driver profile is loaded and the Driver Profile menu appears.

TO LOAD AN EXISTING PROFILE:

1. Select DRIVER PROFILE from the Main menu and press the **A** Button. The Driver Profile menu appears.
2. Select LOAD PROFILE from the Driver Profile menu and press the **A** Button. A list of available driver profiles appears.
3. Select the desired driver profile and press the **A** Button. The driver profile is loaded and the Driver Profile menu appears.

START A NEW GAME

TO START A QUICK RACE:

1. Select QUICK RACE from the Main menu and press the **A** Button. The Quick Race Mode menu appears.
2. Select a race mode (**>** Race Modes on p. 16) and press the **A** Button. The Car Selection menu appears.
3. Select a car (**>** Car Selection on p. below) and press the **A** Button. The Select Location menu appears.
4. Select a location and set the mode options. Gameplay begins.

TO BEGIN A NEW CAREER GAME IN UNDERGROUND MODE:

1. Create a new Driver Profile (**>** Driver Profiles on p. 8). The Main menu appears.
2. Select GO UNDERGROUND from the Main menu and press the **A** Button. A confirmation overlay appears.
3. Select ACCEPT and press the **A** Button. Gameplay begins.

CUSTOMIZING YOUR CAR

A new breed of low-slung street machines has taken over the roads, and yesteryear's steel hotrods just can't compete. Today's lightweight alloy and carbon-fiber tuners use revolutionary engine modifications to propel them to absurd speeds. Their bold visual effects turn heads, even when moving at a crawl.

SELECT A CAR

Your ride makes or breaks your reputation in Underground. Looks are important, but no one pays much attention to any car if it's running dead last.

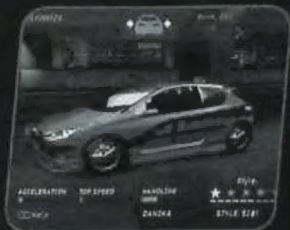
MAKE AND MODEL

Browse through the available cars but don't think of them as finished products. With a few wins under your belt you'll be customizing these base vehicles into exquisite street machines that car dealers can barely recognize.

* When picking a car, check out the Acceleration, Top Speed, and Handling ratings at the bottom of the screen. Performance modifications can improve these characteristics later, but you'll need to win some races with your stock vehicle in order to fund any serious work under the hood.

CUSTOMIZING

New cars are nice at the showroom, but there's plenty of room for improvement once they hit the streets. Make your car your own with *Need for Speed Underground*'s extraordinary customization process. A vast array of modifications is available for your ride—if you've got the bank, that is.



→ To customize a Quick Race car, select CUSTOMIZE RIDE from the Main menu.

TO CUSTOMIZE YOUR UNDERGROUND CAR:

1. Select UNDERGROUND from the Main menu and press the **A** Button. The Underground menu appears.
2. Select CUSTOMIZE RIDE from the Underground menu and press the **A** Button. The Customize screen appears. You may now customize your vehicle.

REPUTATION (YELLOW STARS)

Your car can contribute to your style point score just by looking smooth. The more you modify your car visually, the more reputation you'll get. Each yellow star in the Reputation Meter is a bonus multiplier for style points. For example, two yellow stars automatically doubles your style point score.

In addition, reputation is required to enter Underground Mode tournaments. Cars without enough reputation are considered "not cool" and have to upgrade their look to get into the tournament.

VISUAL MODS

Style is in the details, so *Need for Speed Underground* leaves the details up to you. Choose from dozens of styles of hoods, rims, bumpers, exhaust tips, spoilers, side skirts and more. Transform your car's surfaces with luminescent paint, vinyl graphics, positional decals and window tints; and if that's not enough you can float the whole package over glowing neon.

VINYLS

Vinyls are distinctive graphics that stick to your car's bodywork. They can be placed in up to four layers, allowing you to stack graphics for a collage effect. Each vinyl's color can also be customized, to further individualize your car's look.

→ To stack vinyls, place the first vinyl on the bottom layer and then select a different layer for the next vinyl. The new vinyl is placed on top while leaving the first one undisturbed.

DECALS

Decals are manufacturer's stickers that come with the products you purchase for your car. For example, if you purchase a performance modification package, you will gain access to all the companies' decals associated with the package that you can place on your car. Decals can be placed in a number of zones including windows, doors, quarter panels, and the hood.

PERFORMANCE MODS

Let's face it, the automotive engineers who designed these cars never thought they could go this fast. Today's tuner culture hungers for speed, so they've enhanced every aspect of automotive performance with computer-designed aftermarket parts. *Need for Speed Underground* offers hundreds of modifications from brand-name manufacturers. Everything from chips to nitrous oxide to weight reduction kits are available. Add all of this available power to your car and just keeping it under control could be a challenge.

* Highlight a modification to see how it would improve your car's performance. The effect of the modification is visible on the Acceleration, Top Speed, and Handling status bars.

OPTIONS MENU

Customize your settings for the entire game.

→ To access the options menu, select **OPTIONS** in the Main menu and press the **A** Button.

AUDIO	Adjust volume and sound settings.
CAMERA	Switch your favorite view and adjust jump camera sensitivity.
CAR	Adjust transmission type and stability control.
CONTROLLER	Choose from preset Controller configurations and toggle the Controller's Rumble Feature.
DISPLAY	Customize map, gauges, heads-up display, and color calibration.
EA GAMES™ TRAX	Customize the game's tunes.
SAVE/LOAD	Save current game or load a saved game, toggle autosave option.
CREDITS	See who created <i>Need for Speed Underground</i> .
TRAILERS	Preview upcoming EA GAMES™ and EA SPORTS BIG™ products.

DRIVE YOURSELF CRAZY

You can drive like your dad when you get old, but now is the time to drive like your reputation depends on it... because it does.



STYLE POINTS

During every race you gain or lose points for your driving moves. Gain points for sliding sideways, getting airborne, avoiding traffic, drafting, and so on. Lose points for hitting traffic cars or failing to clear a big jump. After each event your style points are added to an ever-growing total, and as your total swells you'll unlock new cars and new vinyl graphics.

* Some events, such as drift races, are purely style competitions. Score more points than your opponents and you win.

Tip: Customize your car to gain street respect and increase your style points. A wildly tweaked car can score up to five times the style points in every race. ➤ *Reputation [Yellow Stars]* on p. 10.

MAP

The map shows your relative position to other racers. You are the orange arrow, the other racers are blue arrows.

JUMP CAMERAS

Special cameras pull back to capture the action when you catch air or pile into another car. The sensitivity of these cameras can be adjusted (➤ *Options menu* on p. 12).

UNDERGROUND

Underground racing is not a one-night stand. It's a challenging series of races that require dedication and skill. Completing underground challenges unlocks visual and performance car modifications, as well as the decals that go with them.

CAREER STATUS

You can review your status in underground mode by selecting one of the following options from the Underground menu:

STATISTICS	Your stats in each race mode.
RANKINGS	Player rankings in each race mode.
MAGAZINES	See magazine covers that feature your car.

BANK

It takes cash to tune your car and you'll get plenty by winning races. Each victory will add to you bank. Spend it on visual and performance modifications when you customize your ride.

- To move on to the next Underground race, select **CONTINUE** or **COLLECT REWARD** from the End of Race menu and press the **A** Button.

TRADE IN YOUR OLD CAR

Getting tired of your ride? Consider trading it in for a new one. You can swap for a stock model of a different vehicle, and you get to customize a fresh machine. All previously unlocked modifications remain available for the new car.

- To trade in your ride, select **TRADE IN** from the Customize Ride menu and press the **A** Button.

SPLIT-SCREEN

Multiplayer racing puts you up against your friends and their custom rides on a variety of tracks in any race mode.

- * Races appear on a split-screen with Player 1 on the top of the screen and Player 2 on the bottom.

TO BEGIN A NEW MULTIPLAYER GAME:

1. Select **SPLIT-SCREEN** from the Main menu and press the **A** Button. The Quick Race screen appears.
2. Select a race mode and press the **A** Button. The Car Select screen appears.
3. Select each player's car and press the **A** Button. This can be done simultaneously. The Location screen appears.
4. Select a location and press the **A** Button.
5. Set the mode options and press the **A** Button. Gameplay begins.

PAUSE MENU

- To access the Pause menu, press **START/PAUSE** during gameplay.

RESUME RACE	Get back into the race.
RESTART	Do this race over.
OPTIONS	Adjust game settings (→ <i>Options menu</i> on p. 12).
QUIT	End the race and return to the Main menu.

RACE MODES

What kind of race are you down for?

→ To adjust mode options, press the **A** Button.

CIRCUIT

See the city in seconds on the circuit tour. Race on a big looping course, and when all race laps are done you'll finish right where you started: at the party.

SPRINT

Racing plain and simple: this point to that point. Get there first.

DRAW

Wind your motor to the limits in a pedal-mashing speed-shifting drag race.

- * All self-respecting drag racers use manual transmissions, and that includes you. Watch your tach carefully and shift up by pressing the **Y** Button when the tach needle turns green.
- * Classic drags test the acceleration limits of your machine, and don't think the driver isn't tested as well. Shift too early and you waste your car's power; shift too late and overrevving could fry your precious engine.

DRIFT

Slide to the side to get props from your peeps. If your tires don't break loose, then you're impressing nobody.

- * Drift racing is your chance to win massive style points by sliding around turns. Slide sideways on these courses to accumulate points. But beware, the walls come up quickly and stopping ain't easy.
 - * Your car won't behave the same on a drift track as it does on a regular city street. The center of the road is oiled down to reduce friction and let you break loose a little easier.
- Tap your emergency brake to initiate a slide, then steer with the skid and feather the throttle to keep it going.

LAP KNOCKOUT

Don't save all of your nitrous for the last lap, because the racer in last place is eliminated at the end of each lap.

FREE RUN

No competition, no time limit, no rules. The open road beckons. This is a great way to thoroughly check out each track.

TOURNAMENT (UNDERGROUND MODE ONLY)

In Underground Mode, you will have to race in tournaments. These are multi-race events where each race gives you points depending on how you finish. The winner is the driver at the end of the tournament with the most points.

- Remember, you have to meet a tournament's reputation requirement (Yellow Stars) to enter. If you don't have a high enough reputation then you won't be allowed to race. Buy visual upgrades to increase your reputation!

POST RACE SCREENS

At the end of each race a status screen displays the finish position of the cars. The winner's overall race time is displayed and each losing car displays its time behind the leader at the finish line.

- To display your score for this race, press the **A** Button.
- For more information about the race you just finished select **STATISTICS** from the End of Race menu and press the **A** Button.

SAVING AND LOADING

Need for Speed Underground allows you to save game data on your Nintendo GameCube™ Memory Card.

Note: Never insert or remove a Memory Card when loading or saving files.

TO AUTOSAVE A GAME:

When playing with a Driver Profile loaded, *Need for Speed Underground* automatically saves each time you customize your car or finish a race. An overwrite warning appears at each automatic save point, when this happens select OK to save the game and continue.

- To keep AutoSave running, be sure to leave a Memory Card inserted in Nintendo GameCube™ Memory Card Slot A.
- To turn off AutoSave, select SAVE/LOAD from the Options menu. Highlight AUTOSAVE, and press the **+**Control Pad or Control Stick **↔**.

TO SAVE OR LOAD YOUR GAME MANUALLY:

1. Select SAVE/LOAD from the Options menu and press the **A** Button. The Save/Load menu appears.
 2. Select SAVE or LOAD from the Save/Load menu and press the **A** Button.
- To save your Underground career game, select SAVE from the Underground menu and press the **A** Button.

LOADING:

- To create or load a profile, ➤ *Driver Profiles* on p. 8.

LIMITED 90-DAY WARRANTY

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Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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